

intelligence module could propagate to the clones changes and additions to its datastore as they occur or, in other embodiments, at periodic intervals.

Although this example has described modules running on computers located near certain network areas, it is specifically noted that in certain embodiments the computers may be located elsewhere. For example, with growth of the system it might be desirable to add additional modules to expand the capability of the headquarters. In such a case the additional modules may run on additional general purpose computers that are located at or near DDS headquarters rather than at or near the network areas.

Hardware and Software

The software, modules, objects, components and other code and/or software elements described above could be written, for example, using an object-oriented language known in that art such as Objective-C, Java, or C#. Phrases such as “component,” “module,” and “object,” as used herein, may refer, for example, to program code written as a class using an object-orientated programming language and instantiated into an object using techniques known in the art of object-orientated programming.

The modules or other software could run, for example, on computers including personal computers or workstations such as Power Macintosh G4s or Dell Dimensions running operating systems such as Apple OS X, Microsoft Windows XP, or Linux, perhaps further including support for Java. The modules or other software could also run, for example, on PDAs, cellular telephones, DVB-T receivers, or the like running an operating system such as Microsoft Windows CE or Symbian EPOC, perhaps with support for Java. Speaking, more generally, the modules or other software could run on a general purpose computer.

Accordingly, the above described user terminal could be, for example, a portable device comprising a StrongARM processor, an integrated touch-sensitive color screen with the ability to receive DVB-T broadcasts and, in some embodiments, the ability to send and receive GSM, PCS, or other cellular transmissions. The device could use an operating system such as Microsoft Windows CE or Symbian EPOC, perhaps with support for Java.

As noted above, the bandwidth of an incoming DVB-T datastream is approximately 22 Mbit/s. In certain embodiments a user might view content using a general purpose computer or other device that interfaces with a DVB-T receiver via a data connection whose bandwidth is less than 22 Mbit/s. This could be the case, for example, if a personal computer interfaced with a DVB-T receiver using a data connection such as a Universal Serial Bus (USB) interface, as USB offers a bandwidth on the order of 5 Mbit/s.

Under such circumstances, it may be desirable to have the DVB-T receiver partition incoming data into channels of narrow enough bandwidth to fit through the USB or other data connection. Different partitioning models are envisioned.

According to one embodiment, the receiver could break the incoming DVB-T datastream into channels of identical bandwidth, each possessing bandwidth equal to approximately the bandwidth of the data connection. As noted above, the bandwidth of a USB data connection is approximately 5Mbit/s. Therefore a 22 Mbit/s datastream could be broken down by the receiver into 5 channels of 4.4 Mbit/s each. Such partitioning would allow only one such channel to be transferred over the data connection at a time.

According to another embodiment, the receiver could break the incoming DVB-T datastream into channels of identical bandwidth, each possessing bandwidth equal to a small percentage of the bandwidth of the data connection. Thus, for example, when the data connection is a USB connection, a 22 Mbit/s DVB-T datastream could be broken down by the receiver into